

MATTEL ELECTRONICS®
Intellivision™ Intelligent Television

CARTRIDGE INSTRUCTIONS

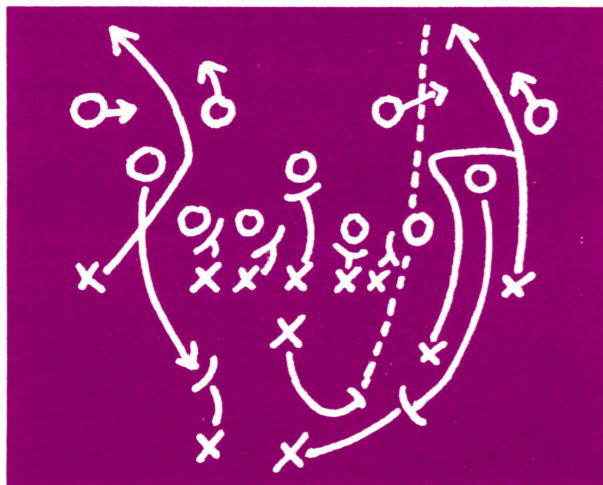


PLAYBOOK

OFFENSE – Run, Kick and Pass plays.
 Passing Zones.

DEFENSE – Run and Punt defensive alignments.

To learn to use these plays, read instruction book first. (See "How to Use the Playbook" section.)



OFFENSE

TO RUN: (Three things to do)

- Press the RUN (#7) Key.
- Choose a formation from one of the nine shown in the OFFENSIVE FORMATIONS chart. Press that number key.
- Press ENTER. You should hear a short "beep".

TO PASS: (Five things to do)

- Press the PASS (#9) Key.
- Choose a formation from one of the nine shown in the OFFENSIVE FORMATIONS chart. Press that number key.
- Choose an ELIGIBLE REEIVER (either #1 or #2) and press either of those number keys.
- Select a PASSING ZONE, shown in the PASSING ZONES chart. Press a number key to show where you want the pass to be thrown (1 through 9).
- Press ENTER. You should hear a short "beep".

TO KICK (Two things to do)

- Press the KICK (#8) Key.
- Press ENTER. You should hear a short "beep".

Note: If you hear a "buzz" when you press a key, it means you tried to do a step out of sequence. Press CLEAR and try again.

USE COMBINATIONS OF ELIGIBLE RECEIVERS, PASSING ZONES AND RUNNERS TO TREMENDOUSLY EXPAND THE OFFENSIVE POSSIBILITIES.

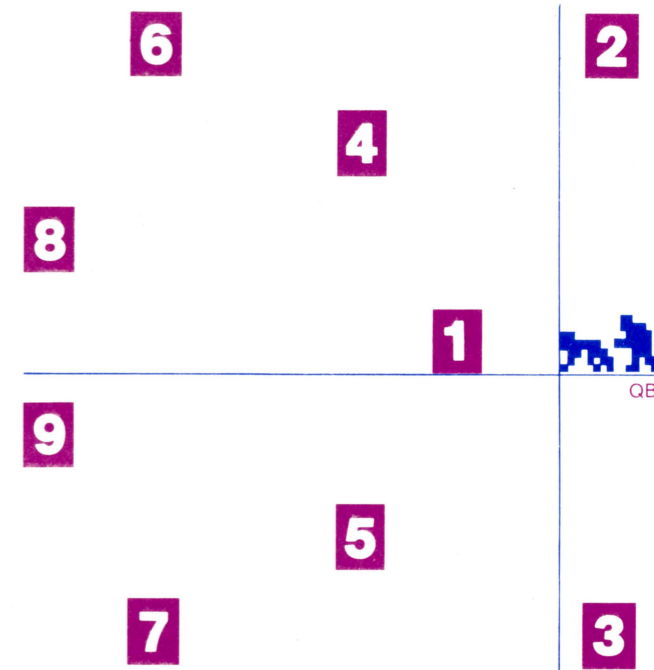
This Playbook contains all the plays for INTELLIVISION™ FOOTBALL.

OFFENSIVE FORMATIONS

<p>Play #1 I-Formation RUN or PASS</p>	<p>Play #2 Split-End Left PASS or RUN</p>	<p>Play #3 Split-End Right PASS or RUN</p>
<p>Play #4 Slot-Back Left RUN or PASS</p>	<p>Play #5 Slot-Back Right RUN or PASS</p>	<p>Play #6 Split-T Left RUN or PASS</p>
<p>Play #7 Split-T Right RUN or PASS</p>	<p>Play #8 Double Tight End Strong Right RUN or PASS</p>	<p>Play #9 Double Tight End Strong Left RUN or PASS</p>

PASSING ZONES

There are 9 PASSING ZONES. EVEN numbered zones on the TOP of your TV screen. ODD numbered zones on the BOTTOM. (Going either way.)



DEFENSE

There are 9 basic defensive formations. All have:

- YOU control defender
- COMPUTER control defender

To select ANY defensive formation:

1. Choose FORMATION (press NUMBER key corresponding to PLAY NUMBER in playbook.)
2. Press ENTER.

Offense and Defense select alignments simultaneously. Both teams then move to the line of scrimmage. Anytime before the ball is hiked, defense may shift the alignment. Ball can be hiked *only* after new defensive alignment is set.

● YOU control

DEFENSIVE FORMATIONS

Play #1 3-1-1 RUN or PASS 	Play #2 3-2 RUN 	Play #3 3-2 RUN
Play #4 3-1-1 RUN or PASS 	Play #5 3-1-1 RUN or PASS 	Play #6 3-2 PASS
Play #7 3-2 PASS 	Play #8 4-1 RUN 	Play #9 4-1 RUN

KICK FORMATIONS

Select PUNT formation by pressing KICK, #8 on the overlay. Next press the ENTER key. Then press HIKE and P/K. Defensive team will automatically receive.

Field goals are selected the same way.

On PUNTS, both teams line up in punt formation, offense & defense. If offense elects to *run* (by pressing Direction disc instead) kick play is no longer possible. In that case, the receiver would return from downfield to defend against a run.

HOW TO WIN!

Football isn't just a game of knocking heads! *Strategy, finesse, and good timing* are essential to winning. You'll find that PASSING is *both* the hardest thing to learn about INTELLIVISION™ football and the indispensable key to victory!

PRACTICE THE PASSING GAME!
(See instructions: "The Art of Passing")

Remember the 5 steps to ENTER any pass play.

1. Press PASS key.
2. Pick ALIGNMENT.
3. Pick RECEIVER.
4. Select ZONE.
5. PRESS ENTER.

Practice until you can coordinate the HIKE & FADE BACK steps. When this and your timing on passes become second nature, you're way ahead of the game!

REMEMBER THESE TIPS:

STRATEGY:

Offense—Don't be in too much of a hurry to score! Go for the first down to maintain possession! Learn your playbook and use it wisely!

Defense—Be alert to move your "control" man as necessary! Don't be afraid to go for the interception! Use your formations effectively!

FINESSE:

Offense & Defense—Practice dexterity with the controls! Keep your eye on the screen but be ready to use the right buttons! The Move Player Disc is crucial—learn to use it well!

GOOD TIMING:

Offense—Running, passing or kicking—timing makes the difference between gain or loss.

Defense—Coordinate the movements of your "control" man (defensive captain) with the rest of your defenders. When you "red dog" or "blitz", you're taking a chance!

